


AA-AUG

# Memo Pad

Upland, CA

September 1987



Here's Your  
Stupid Newsletter!

We regret cutting Gilbert Bush's article from the newsletter, but you can find it in future editions of "ST APPLICATIONS".



## MINUTES OF THE 11 AUGUST 1987 AA-AUG MEETING

The minutes of the July meeting were approved as written in the August Newsletter. The treasurer's report-- well, "we ain't broke"-- Barbara Ling promises we'll have one next month.

Ed Simonds regretfully (??) submitted his resignation as president due to the long hours his personal business requires and the LACK OF SUPPORT he is getting from us members. As you know we have been without an 8-bit vice president and a newsletter editor. Both Ed and Rick Taylor performed double duty-- Ed planned the meeting and Rick produced the newsletter with Ed making the copies and mailing it out. It is blatantly unfair for a few members of this organization to do all the work while the rest of us sit back and do nothing! If you enjoy this group, then VOLUNTEER TO HELP! ONLY AN HOUR OR TWO A MONTH will make it fun for everyone. Call one of the officers today and tell them where you can help! Ed did say that he could continue to run the meetings, but that's about all.

On a more positive note, Ted Maciag has volunteered to become the 8-bit vice president and new 17 year old member has volunteered to become the newsletter editor. However, if we expect them to stay in these positions, they will need all the HELP that they can get.

We are not participating in the upcoming Atari Faire sponsored by ACENET. However, if you want to go, it will be held in the Glendale Civic Auditorium on 19 and 20 September.

### MAIL ORDER HOUSE WARNINGS:

WHITEHOUSE COMPUTER is bankrupt.  
S & S WHOLESALE/COMPUTER VICE (the same company) is being investigated by the Florida Attorney General.

Ed Simonds' Note: DAK EASY (an ST business program for small firms) is not all that easy-- but then Ed is used to IBM software, so what does he know!

The 8-bit demonstrations for the evening:

FIGHT NIGHT-- a boxing game in which you create your own fighters.

BLAZING PADDLES-- a drawing program.

Jay McCarthy said that the Mega STs are out in

Europe - hopefully they will be available in the U.S. before the end of the year. Jay said the following ST software is now out:

PC DITTO, PHASAR, PHANTASIE III, ROAD RUNNER, GAUNTLET, LEISURE SUIT LARRY IN THE LAND OF LOUNGE LIZZARDS, BARBARIANS, MIDI-MAZE, BOLDERDASH CONSTRUCTION SET, FLIGHT SIMULATOR II SCENERY DISKS, BASE II and MAX PAK. Contact Jay at Computer Haven for information and possibly a demonstration.

Respectfully Submitted,

John Mandel

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## Dead 8-Bit?

Sure, we've been hearing it for a couple of years now, "the Atari 8-bit machine is dead". Although Atari denies this, I've compiled a few interesting facts (note I said facts, not rumors, which in the past is all we have had to go on) that demonstrate clearly to me that the 8-bit is dead.

For instance, if you insert a Pac-Man cartridge upside-down into a 1200XL and turn it on, "Clyde" will appear, saying what sounds to me like "I buried the 8-bit." Scary, isn't it? There are many of these hidden clues all over, if you just look for them.

One of the last pieces of software that Atari has put out for the 8-bits was Atari Planetarium. Boot that program and look at the constellation Ara (which, by the way, means Altar in English) with the lines option engaged. Using the stars as dots and the lines as dashes, you can make out, in Morse Code, the phrase "8B8 IF", which of course means that the 8-bits would be eight years old IF they had lived. How can you argue with proof like that? This could not have just been an accident.

These hints of death of the 8-bits have been coming for quite some time. Take a look at the cover of Analog #44. There you will see a picture of what appears to be an operation being performed on an Atari ST. And what is found inside, looking like a malignant tumor? A 130XE! Although that is pretty blatant, there is also a more subtle clue on that cover. In yellow on that cover are the names of the three articles inside for the 8-bits, "Arm Your Atari", "Ramcopy", and "8-Bit Parallel Interface". The initials of these titles are "A Y A R 8 B P" which is an anagram for "R.I.P. 8-Bit YAAI". How much clearer could they make it? They are not only stating that the 8-bits are dead, but they are glad of it.

Still not convinced? You people are hard to please. OK, grab your copy of April 87 Antic. Look at the cover and what do you see? A bunch of IRS men chasing a couple of guys carrying banners that say "130XE." Now think, what does that mean? I SAID THINK!! That's right, only two things are inevitable, DEATH and taxes. What at first glance appears to be a simple "tax-time" issue is in fact clear proof that the 8-bits are dead.

These are only a few examples of what you can find if you only look with an open mind. But most people don't want to see these things, because they don't want to face the facts.

I can't understand why Atari just doesn't come right out and announce that the 8-bits are dead. It has been proven in the past that these charades don't work. When Elvis died in 1963, no one believed that the fat look-alike they got to replace him was really Elvis. When the look-alike died in 1977, no one bothered to try and get a replacement. When Paul McCartney died in a car-train accident in the late 60's, the remaining Beatles denied it, while all the time giving clues to his death in songs and on album covers, much like the clues showing up for the 8-bits today. We aren't stupid, and we know what's going on. We also know that Andy Kaufman is working for Atari, but that is another story.

Like I mentioned before, death and taxes are inevitable. So let's raise our glass to our fallen friend, and also toast our new found friend, the ST. "The King is dead, long live the King!"

## Are you Game?

For years all 8-bit Atari owners have been trying to fend off the stereotype that their computers are just game machines. Do they now feel betrayed by Atari's decision to convert the 65XE into a videogame? Atari's defense is that it had difficulty selling computers to toy stores who would rather buy game machines. Now the keyboards will be sold separately as an add-on to those who want it (an idea the old Atari had for the 2600 machine but didn't market). The real reason maybe that Atari sees Nintendo selling new video games, and they foresee a resurgence in that market. Atari is even marketing a light-pen type gun to plug into the XE joystick port (some of Nintendo's most popular games are the shooting gallery type).

Editorials in other newsletters have lamented the lack of the new serious application software for the XL/XE line. This concession by Atari to its video game heritage probably will mean that there won't be any new Atari writer or Syncal c programs for the 8-bit (except perhaps from Atari enthusiasts like XLENT). It will be interesting to see just how many places you will even be able to buy a 130XE this Christmas. Will user groups be able to pick up new 8-bit members next January if customers can't find 130's? Those who buy XE's without keyboards have no interest in joining user groups. The new blood that user groups must have to survive will be drawn mainly from the ST world out of necessity.

Eight-bit products at the January CES went almost unnoticed. The 3.5 inch disk drive for the 8-bit was finally unveiled, but would you believe the DOS for this model XF#%\$ (number sounds like a modified single-sided ST drive) still isn't finished--really high priority, huh? Atari finally confirmed the existence of its desktop 8-bit program with icons and mouse, also not complete, but admitted it may never be released on the market. It was shown only as a trial balloon to get feedback at CES.

Eight-bit owners have a right to feel Atari has stabbed them in the back. Jack Tremiel has been quoted saying he wants them to buy ST's. Atari's marketing strategy suggests that XE's now are only for people who don't own computers yet or only want kid'd entertainment. Even the function keys on the new XE's are pastel-colored buttons designed to attract young children. If Atari really planned to support the 8-bit, you can bet the new DOS and desktop would have been out a year ago, but then more Atari owners would have stuck with their faithful computers instead of upgrading to the ST. Is Atari retreating from the 8-bit computer world, abandoning it to its rival Commodore, while concentrating its energies in 16-bit mass market where the Amiga may never catch up? The only people hurt by these subtle persuasions to upgrade to ST's are those who really can't afford the price tag, and the low cost support and public domain disks offered by user groups are just the ticket. Every Atari owner is at the crossroads between 8-bit and ST, a decision being forced on the market place. He has to consider the future and plan according to his own resources, needs, and interests. It's "rug-cutting time" as the old saying goes.



## Peter Speaks

(By Peter Fichera)

Saint Presper, save me!

Just today I got my copy of Memo Pad, with my article in it. So I read it, having waited almost forever for it to appear, due to the fun with newsletter editors--no, I DIDN'T write what appeared under my name in the last full issue; that was docs that were on the back of the disk MY contribution was on. The point of all this is that I'd completely forgotten the promise I'd sort of made: making the Routine at 20000 do some USEFULL work. Heck, I had to look up the darn thing!

Let's see now, what can we do? Well, we can look at the darn thing, worst--I mean first:

LISTING 1: "DIR, V. 1.01"

```
2 DIM FYLE$(17) 2000 IF A$="D" THEN GOTO
20000 9999 END 20000 CLOSE #1: OPEN
#1,6,0,"D:*. *" 20010 TRAP 20099 20020 FOR A=1
TO 64: INPUT #1,FYLE$ 20030 ? FYLE$ 20040
NEXT A 20099 CLOSE #1: RETURN
```

Opps! Line 2000 should read:

```
2000 IF A$="D" THEN GOSUB 20000
```

That's why we've got editors....

First, some improvements:

The reason for the 17 spaces in FYLE\$ is that that is what you get, a 17 character long string to tell you what files are on the disk. The format is like this:

```
* <FILENAMEEXT>###
```

The "\*" indicates a locked file; the "<>" is used to indicate a file DOS 2.0s can't see (more on this on line 2000), the FILENAME and EXT are run together, and the ### is the number of sectors in the file. Thus, the actual filename is stored as FYLE\$(3,10), the extension as FYLE\$(11,13), the sector count as FYLE\$(15,17) (unless the count is greater than 999), the LOCK status as FYLE\$(1,1), and the HIDDEN status as either FYLE\$(2,2) or FYLE\$(14,14).

Line 2000 is representative of a menu selection check--you know, where the program asks you to "INPUT CHOICE", and you've got 47 different things to do with 26 letters? More on better menus later.

Line 9999 stops the program before it can go run its subroutines, which will give you an error.

Line 20000: We can do a couple of things with this. Against all set programing standards, unless we run into a speed or space problem, I like to target all my GOTOs and GOSUBs to a REM statement: That way I need only type "? 20000" to see

```
20000 REM : DIRECTORY ASSISTANCE
```

so we have to move line 20000 to 20005.

Unless there is good reason not to, let's clear the screen:

```
20002 ? CHR$(125);
```

If have DOS 2.5 (if not, why not?) then we can change the OPEN statement to:

```
OPEN #1,7,0,"D:*. *"
```

and the "<>" indicators will be shown.

We can delete the TRAP at 20010 by not making the ERROR which occurs when you run out of directory. The function LEN(FYLE\$) returns the value of 17 when an ordinary entry is read, but 16 when the last, closing entry is read, the one which says:

### FREE SECTORS This means that the entry for line 20020 should be

```
20020 FOR A=1 TO 64: INPUT FYLE$
```

and we need a line

```
20035 IF LEN(FYLE$)=16 THEN A=65
```

or if you want to save A as the number of files

```
20035 IF LEN(FYLE$)=16 THEN
A=A-1: POP: GOTO 20099
```

Now, if we indeed have 64 files, it will take up almost 3 screens of space; not terribly useful as it goes spinning by. Of course, you can LPRINT the directory if you wish, but I for one keep running out of paper! Let's see... we've got 38 spaces across the screen, we could just use a nested loop to print the listings 2 at a time across the screen

```
* <FILENAME1EXT>###* <FILENAME2EXT>### and
maybe count the files so that when the screen was
full the listing would pause, but that ain't particular
legible. If you've got a monitor, or a GOOD TV,
then add:
```

```
0 POKE 82,0
```



so that you've got 40 columns to work with; define TEMP(40) back at line 2, fill it with spaces before each time you use it, and then fill it with better formatted directory data, and then print it

```
* FILENAM1.EXT ### | * FILENAM2.EXT ###
```

Still, if you have more than 42 entries, you run off the screen. BUT...63 divided by 3 is 21 and  $39/3=13$ . If we are willing to sacrifice some information about the program, we can get the whole thing on one screen. Barely.

```
FILENAM1.EXT|FILENAM2.EXT|FILENAM3.EXT  
FILENAM4.EXT|FILENAM5.EXT|FILENAM6.EXT  
### FREE SECTORS | ## FILES
```

By the way, does anyone know of a way to get TurboBASIC XL to work with ANY variety of SpartaDOS, or anything ELSE that can read USDouble double density disks? The problem is driving me nuts!

Next time: Choose your Weapons...err...Programs!

LISTING 2:"DIR, V. 1.02"

```
0 POKE 82,11 DIM A$(1) 2 DIM  
FYLE$(17),TEMP(40) 1000 A$="D" 2000 IF A$="D"  
THEN GOSUB 20000 9999 END 20000 REM  
:DIRECTORY ASSISTANCE 20002 ? CHR$(125);  
20004 ? "-----"  
20005 CLOSE #1: OPEN #1,7,0,"D:*. *"  
20020 FOR A=1 TO 21:FOR B=1 TO 3: INPUT  
#1,FYLE$ 20025 IF LEN(FYLE$)=16 THEN B=B-1: ?  
:POP: GOTO 20060 20030 ?  
FYLE$(3,10);".":FYLE$(11,13); 20040 IF B<3 THEN  
? "I";: GOTO 20050 20045 ? 20050 NEXT B:NEXT A  
20055 INPUT #1,FYLE$ 20060 ?  
"/-----\" 20070 ?  
"I";FYLE$;"I";3*(A-1)+B;" FILES";" " 20080  
?"\-----/" 20099  
CLOSE #1: RETURN
```

## Software Production

One question software engineers are trying to resolve is how to cut down on the costs of producing software. As the cost of hardware plummets, so the cost of larger and larger software projects soars. faster processors mean larger programs.

One of the key concepts is known as modularity. take a programming task and do it once, do it right, and do it so that it doesn't involve anything it doesn't need, then always use that code when you

need that task done. Note that this is an easy thing to do if you write in a language that supports this kind of thinking.

Another key concept is the idea of readability. A program is written only once but it is read many times. Structured programming is really an attempt at this. Standardize the control structures so that everyone can agree when a loop begins and ends, etc. Combine the idea of readability with modularity, and you can read through a module, and once you have verified that it does what it's supposed to do, you can check it off as correct and never think about it again, at least in theory.

So far though, these are ideas we can enforce or encourage in the language. However, I'm sure many of you have seen structured modular code you could not make head or tail of given a million dollars and a year's time. So, then software engineers had to decide how to impose arbitrary restrictions on programmers in an effort to write more readable code. Such vile things as "documentation". Where I work, if you need to know how something is done, you look at the code, because that is the definitive answer. Consequently, any documentation of a routine consists of the comments in the code and that's about it. But documentation doesn't quite fill the bill when the code itself is garbage, so on long projects, there is now an attempt to limit the size of software modules.

One approach is to put a fixed limit on the number of lines in a module, commonly to one screen or printed page. I happen to dislike that notion because it promotes NOT putting in blank lines, which increases readability. Also, the poor programmer who needs to put in the one extra line when there is no room gets the task of splitting the routine into two new routines.

The best ideal I have heard of comes from analysis of the code written by hot-shot programmers and fits in nicely with the concept of modularity. The idea is that a module should perform only one task. Length is not at stake here, and yet, a four-page routine that only does one task is rare. The term coming in vogue for this "singleness of purpose" idea is "strength".

So when you program, whether the program is large or small, remember to do all the normal commenting and whatnot that you normally do, but now add the ideas of modularity and strength to the list of things you think about when you program under the heading of "readability". Someday you will hunt down a program you wrote six years previous and you'll be glad you kept these concepts in mind. Readability and documentation are like castor oil - you don't drink it because you like the taste, but because it's good for you.



## A Chat with David Small

All right, I'll do it. I'll ask a completely unsocial, very possibly sexist and chauvinistic question: why don't women like computers? Now, I realize this leaves me open to charges of sexism and so on. But that doesn't change my curiosity.

At the local user groups I attend, there are usually about thirty males and one or no females. At the bigger user groups, there may be two--usually someone's daughter and someone's wife with a "patiently suffering" expression (You know the one. It's something like the expression men have while trying on clothes, shopping for antiques, or making house payments) OK, why is this?

Now let's toss out, right now, the stories we all know that can be used to detail the question. Yes, I've met a few women in data processing departments. Yes, I know women can be just as good in programming. Yes, yes, yes. There \*are\* exceptions. Which only proves the point, because we all know there are exceptions. Why that intense 30:1 ratio?

I put the question to my wife, Sandy. As "David and Sandy Small", we wrote a number of computer columns together, and did a lot of programming. She has a computer science degree.

She didn't know. What she does know is that she's tired of computers, burned out on them. She told what she doesn't understand is why I'm still interested in them after all this time. Or, as she put it, "The question is not why women aren't interested in computers. The question is why men are interested in them to the degree they are." Hmmmm.

I asked "Barb" (a pseudonym), the woman who helps us out at the Data Pacific office. We were sitting at the Denver Atari Expo, watching lots of men and an occasional "suffering wife-in-tow" walk by. "Why don't women like computers?", I said. She looked around to make sure no one was listening, especially no "maddened feminists". Then she said, "Well, I think it's just different sides of the brain. Women don't like math as much as men do. I think women are more attuned to feelings and emotions that computers don't have. I think computers are boring."

Mind you, if \*I\* said that in this column, they'd find my tarred and feathered body in the morning, my hands tied behind my back with a bra strap. Which leaves me understanding exactly nothing.

One more try: Cassie Stahl. She used to help with technical support at Atari. Okay Cassie, why don't women like computers?

"I don't know. Maybe it's societal conditioning. Women aren't supposed to like them. But I really don't know if that's it at all. My friends, who are women, aren't interested in them."

Zero for three. Does anyone know? I do know that

if someone can overcome being shouted down, and study this phenomenon, they might have a real handle on some of the differences between men and women. It might provide some badly needed insight. Despite the screams of "discrimination", there are lots of openings for women in DP departments across the country, and more openings than applicants. Just ask any personnel person who's trying to keep the Affirmative Action people off their cases by hiring women. "You! You're female! You have a degree in ... I don't care! Do you know 'C'? Great, you're hired!"

I also read the many intelligently written appeals by women looking for "Mr. Right". They complain of the few number of single men available, of how bad the bar scene is, and so on. "I never meet any bright men men who can have an intelligent conversation."

Have any of them thought of going to a user's group meeting, where it's guaranteed they will receive a great deal of attention? Just a thought. Anything female coming to a user group, asking "Can someone answer a question for me", would receive more interest than Cybill Shepherd.

Me, I still don't know. I see the phenomenon. It's stayed the same since 1976, when I went to college in computer science, and there were about four women in the whole department (I married one of them).

So if you're looking for an answer in this column, I haven't got one. I do, however, have the question. Maybe women have a saner view of computers. As the former head of Atari's User Group Support told me, "I never go to user's groups. Computers are tools, like toasters. When was the last time you went to a toaster user group?"

Could be. If you'd care to write me, expressing your opinion, I'd really like to hear it, especially the female point of view. Perhaps I can gather some ideas on what readers think (let me know if you need to be anonymous and if I can quote you).

Then again, maybe only men out there will read this, in which case, I'll stay puzzled.

Here's a mail drop:

Dave Small  
9678 B.E. Arapahoe, #133  
Englewood, CO 80112

Thanks, Dave Small



**Current Status**  
(by Jay McCarthy)

Aug 30, 1987 20:28

**Why aren't you bums helping out!**

For the last 6-8 months the group has become a parasite, in other words (surviving off of other people). Don't you think it is about time you get up and do your part for the group? Nobody gets paid here. Most of us have full time jobs or schooling to attend to, but that is no excuse for the parasitic attitude of the general group. You probably by now are wondering what you can do. Any help is appreciated. What about writing an article on your favorite program or piece of hardware or newsworthy nonsense? You don't have to be a perfect sppeeeelllleer or a grammatically perfect person. You just need to be able to express a thought to the other members. Don't think for a minute that your ideas aren't important. You have probably noticed that many of our officers are either quitting or complaining heavily. It is probably because they are tired of supporting everyone else. If you want to do something but haven't an idea of what to do.....

ASK!!!!!!!

**STuff**

The meeting on Tuesday the 8th will include a demo by Mr. Dick Scraly. He is an actual ST developer and he will be here to show off his new program "The Informer" a gem driven data management system. This demo should prove very interesting.

**Welcome**

I would like to welcome our new newsletter editor to the club maybe he will get some support and we will have a quality newsletter. It's up to you.

**Where's the 8-bit**

At the previous library night there were two 8-bit atarians, at the normal meeting on tuesday there were more ST atarians than there were 8-biters. Why the small turnout? Tell me or any one of our officers and we'll do our best to make you comfortable.

I think if...

I think if our officers got encouragement and

support this club would be a major force in the Atari community.

I think if everyone wrote a newsletter article, we would have one of the most informative newsletters in history.

I think if everyone expressed an idea for a meeting or demo, our officers wouldn't have to rattle thier brains thinking of one.

I think if everyone spent 10 min a day thinking of ways to improve the group we would be in good shape.

I think if you think about what I've said you'll agree.

Ask not what your club can do for you,  
but what you can do for your club!

**'C'ing Better  
Part 2**

This time we are going to learn variables. A variable is placed at the beginning of a function. There are different kinds of variables. The kind we are going to discuss is an integer. Integer variables are defined like this:

```
int number;
```

or more than one

```
int number1,number2;
```

or

```
int number1,  
    number2;
```

when a variable is initialized it can be given a value:

```
int number=1;
```

When using variables in a program it looks like this:

```
main(){  
  
    int number;  
  
}
```

Last time we learned about the `form_alert` function. Now we will the switch function. The way the switch function works is it compares a value with cases. It looks like this:



```
main(){
```

```
int num=1;
```

```
switch(num){ /* notice the bracket '{' */
```

```
case 0: /* will not be executed */
```

```
form_alert(1,"[0][ Case 0:][ ok ]");
```

```
break; /* drops out of switch if num=0 */
```

```
case 1: /* will be executed */
```

```
form_alert(1,"[0][ Case 1:][ ok ]");
```

```
break;
```

```
} /* end of switch */
```

```
} /* end of main */
```

Now we will learn how to check buttons on a dialog box. The way we do this is form\_alert returns a value of witch button was pressed. Then we will switch the value.

```
main(){
```

```
int num;
```

```
num=form_alert(1,"[2][ Are you a C program?][  
Yes|no ]");
```

```
switch(num){
```

```
case 1:
```

```
form_alert(1,"[1][ That's good][ ok ]");
```

```
break;
```

```
case 2:
```

```
form_alert(1,"[1][ Shame on you!][ ok ]");
```

```
break;
```

```
} /* end switch */
```

```
} /* end main */
```

That's all this time. I not real sure what I will talk about next time, most likely if and for functions and character variables. Remember, send a comments and questions to:

AA-AUG GEM /C programmers SIG.

c/o Jacob Christ

P.O. Box 1433

Upland, CA 91786

## REMINDER:

The ATARIFEST '87 Glendale Show

Sept. 19th and 20th

At the Glendale Civic Auditorium

1401 Verdugo RD.

## REMINDER:

Tuesday the 8th of September

Developer Dick Scraly

Will Be Deming his new Database:

The Informer

Computer Haven  
957 W. Foothill Blvd  
Upland CA. 91786

(714) 985-3278



# Most Outrageous Rumor Contest

**St Paul ATARI Computer Enthusiasts  
Reprinted from SPACE Newsletter  
With Permission**

1. ATARI has just discovered by accident that the old 2 transistor radio transistors do everything that the blitter chip was supposed to do. So, upgrades will be available for one dollar from ATARI dealers.

2. A guy in Colorado just found out that if you tape a twoinch square of aluminum foil to the bottom of a 520 or 1040ST on the left front side, that the capacity of the internal memory is a little less than doubled.

3. ATARI's market research folks just reported to the firm that the best advertising for their products was through the success of the local Special Interest Groups, and therefore, a decision has been made to give MAST, SPACE and all other U.S. groups a one-time gift of \$10,000 to help them plan bigger and better activities and to get more local visibility.

4. Rumor has it that the 1200 baud modem from ATARI has been delayed again; however, some good news - the 1100 baud modem is now available.

Sunnyvale, California:

ATARI Corporation announced today their bid had been selected by the U.S. Defense Dept. to provide 10,000 state-of-the-art battle engagement simulator systems for all branches of the armed services. Each \$750,000 modular package will be portable and can be used for tactical and strategic real-time simulations for any level of engagement from individual unit to national mobilization.

As ATARI stock rose sharply some Wall Street insiders rumoured that ATARI was moving into a factory recently purchased from IBM where they would mass produce military ruggedized versions of their Model 400 laptop mainframe and MIL SPEC ROM software packages code-named STAR RAIDERS, MISSILE COMMAND and EASTERN FRONT. The Soviet military journal Isvestia sharply attacked the action as destabilizing East-West tensions. National Security Council experts say the ATARI development of 6th generation battle simulation hardware and software places Soviet forces at a distinct readiness disadvantage through at least 1995 or until the Russian government finds a reliable source of quarters.

## 6. Coleco Buys Apple

Coleco, the makers of the Cabbage Patch Dolls, purchased Apple Computer today. Due to a bug in Microsoft Excel, Apple executives were surprised to learn they sold controlling interest in Apple Computer to Coleco. Microsoft blames the bug on a 'feature' within the MacIntosh. Coleco, saying that now they are a major player in the computer industry, vows to take on IBM with a new machine. This computer has been dubbed the Adam PCjr Laptop. Technical specifications have not been released yet, but the Adam PCjr will include The Bundle of Joy Software Series. Featured programs in this series are Cabbage Calc, Cabbage Speech, Cabbage Write, Cabbage Spell, and Cabbage Slaw. IBM, in a rare retaliatory move, announced their new entry into the home market, the IBM Wombat II GeeWhiz. According to sources within the company, the new computer was designed by top flight NASA engineers on their coffee breaks during launches. The specs on this machine are:

1750 Compatibility  
MonkScribe Very Letter Quality printer (4 char/min)  
Souped up 9600th Baud Tin Can Modem  
(Campbell Compatible pending FDA Approval)  
Speak and Tell voice synthesis  
1K Hard Drive with paper tape back-up  
Dual Disk Drives and Toaster Unit  
(butters both sides at once)

Bundled software includes:

Wom-Word  
Wom-Calc  
Wom-Write  
Wom-Mon (machine language monitor)

Atari president Jack Tramiel upon hearing of the new product announcements was heard saying, "Its too bad neither company can compete and deliver on time like Atari Corp."

7. ATARI is suing Apple computers because the "look and feel" of the new color MacIntosh is too much like the ATARI ST.

WHOOOPS !!!

We apologize to the authors of articles from other news letters for the fact that credit does not appear with the articles. Proper credit is given here:

Dead 8-bit?.....pg.3 - John B. Sloop, Apr. 87 P.A.C.U.S.

Are you Game.....pg.3 - Editorial, Apr. 87 W.A.C.O.

Software Production.pg.5 - Rootbeers, July 87 H.A.C.K.S.



# ATARI ANONYMOUS - A USER'S GROUP

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If you would like to submit an article for publication, use your favorite word processor, and save your file in ASCII format. Bring your 5 1/4" or 3 1/2" floppy to the next meeting, or send it to our mailing address above. You may also upload articles to our BBS as long as our Sysop complies. If you have any further questions, please call one of the officers - or call our BBS.

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NEXT MEETING: TUESDAY SEPT. 8 1987 -7:00 PM



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